

Raw Reflection

This page provides information about the Raw Reflection render element in V-Ray for SketchUp.

Overview

Stores reflection amount information based on the reflection color value of a material.

Colorful reflection tint is ignored.

Raw Reflection

Beauty



UI Paths

||V-Ray Asset Editor|| > **Render Elements** (right-click) > **Raw Reflection**

||V-Ray Asset Editor|| > **Create Asset** (left-click) > **Render Elements** > **Raw Reflection**

Parameters

Denoise – Specifies whether to denoise this render element.



Common Uses

The **Raw Reflection** Render Element is useful for changing the appearance of reflective scene elements in compositing or image editing software after the scene is rendered. See below how a scene looks before and after post-production. The reflections are reduced by increasing the intensity of the [Reflection Filter RE](#). The result is then multiplied by the Raw Reflection to achieve the full reflections.

Before
After





Compositing

Raw Reflection x [Reflection Filter](#) = [Reflection](#)



Raw Reflection



Reflection Filter



Reflection